

THE BATTLE OF SHILOH

A HISTORICAL COMPUTER SIMULATION OF THE GREAT CIVIL WAR BATTLE



STRATEGIC SIMULATIONS INC.



THE BATTLE OF SHILOH

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- Select attack/defense strategies and risk level for each combat.
- Step-reduction combat system.
- Two-player and computer-as-opponent (solitaire) scenarios.
- Computer can play either or both sides.



SSI
STRATEGIC SIMULATIONS, INC.

THE BATTLE OF SHILOH

THE BATTLE OF SHILOH is designed by Tactical Design Group, who also designed SSI's TIGERS IN THE SNOW.
Playing Time: 3 hours
Intermediate Level

THE BATTLE OF SHILOH

A HISTORICAL WARGAME FOR THE APPLE II

More than a century ago — on the early morning of Sunday, April 6, 1862 near a tiny log church in Tennessee — the Confederate Army of the Mississippi (50,000 men in an attempt to drive out an invading Union force led by Major-General U.S. Grant) began this remarkable simulation that bears its name — **THE BATTLE OF SHILOH**.

48k mini floppy disc for the Apple II with Applesoft ROM card or Apple II Plus

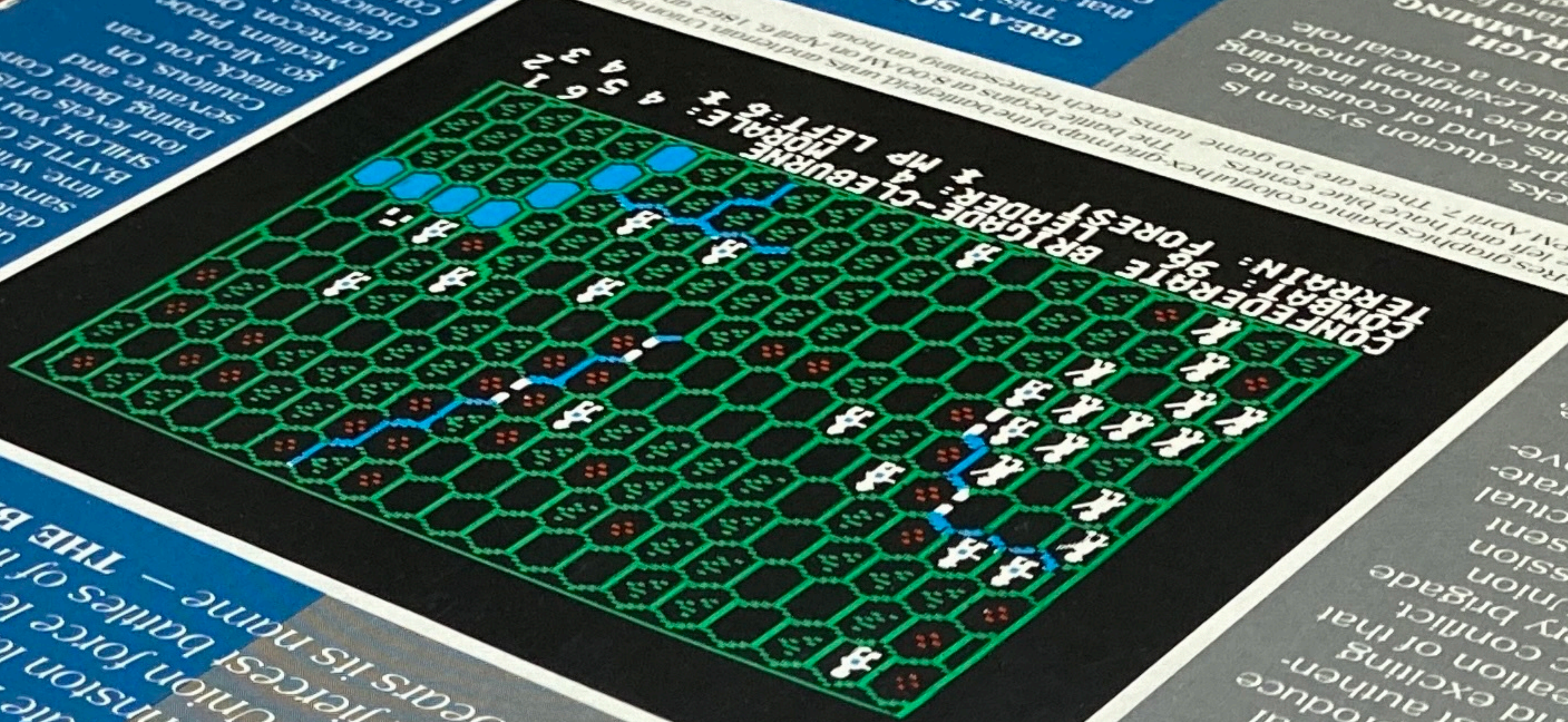


HISTORICAL DETAIL AND AUTHENTICITY

We have carefully researched every major historical feature to produce the most authentic re-creation of that classic conflict of both Union and Confederate armies during the battle. The map is rated for movement, combat, and leadership ability. The map is displayed on a color Hi-Res graphics screen with a 3D effect of hills, forests, rivers, and creeks.

STATE-OF-THE-ART PROGRAMMING

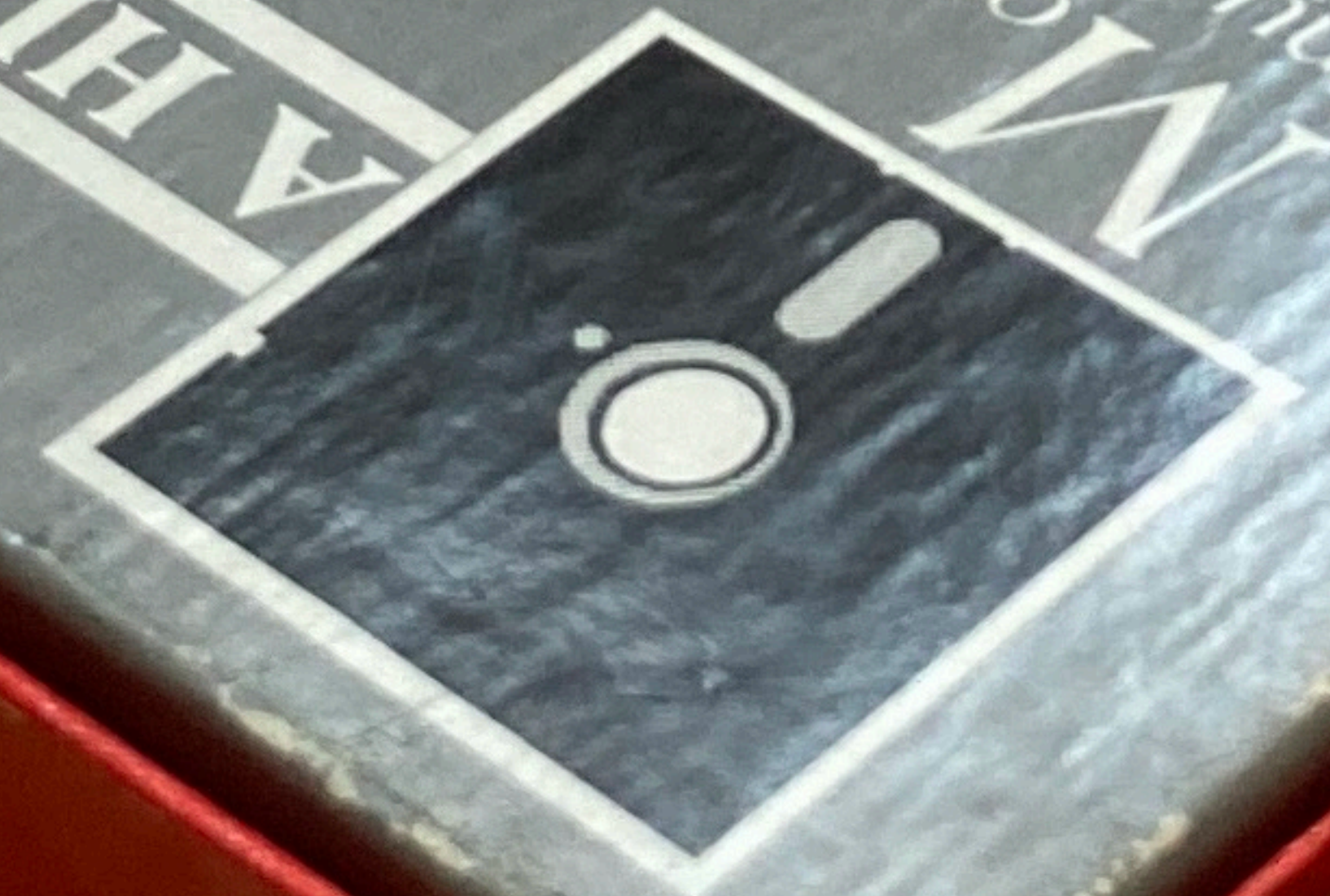
So far all we've mentioned is standard fare for a good wargame. What we've mentioned is standard fare for a wargame. What we've mentioned is standard fare for a wargame. What we've mentioned is standard fare for a wargame.



GREAT SOLUTIONS WITH THE COMPUTER

This being an SS game, it is a computer game. The computer can solve the game for you. The computer can solve the game for you. The computer can solve the game for you.

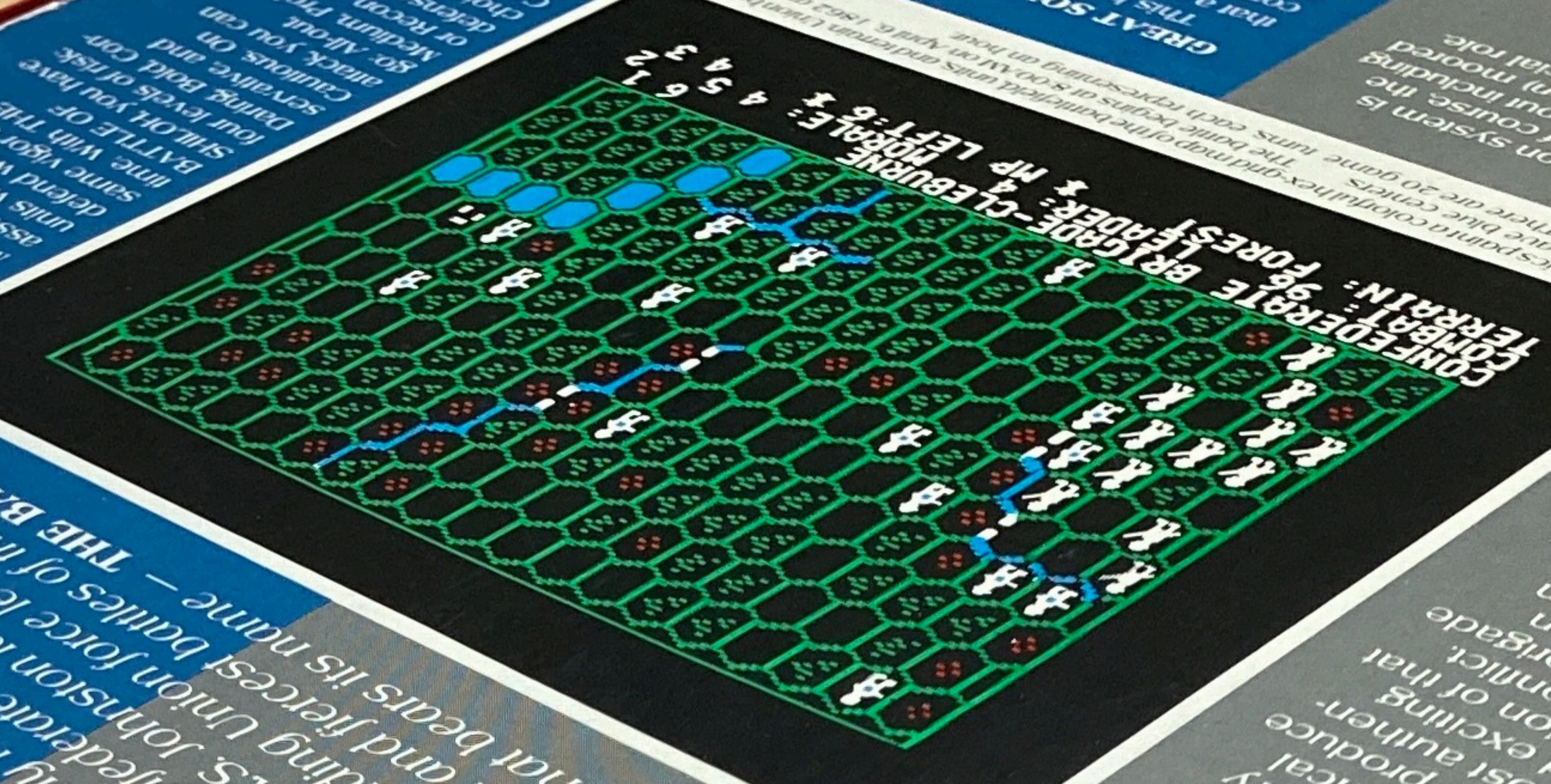
THE BATTLE OF SHILOH



A HISTORICAL WARGAME FOR THE APPLE II

More than a century ago — on the early morning of Sunday, April 6, 1862 near a tiny log church in Tennessee — the Confederate Army of the Mississippi (50,000 men) began to drive out an invading Union force led by Major-General U.S. Grant. Thus began one of the first and fiercest battles of the Civil War. And thus begins this remarkable simulation that bears its name — **THE BATTLE OF SHILOH**.

On a 48K disc, we have carefully distilled every major historical feature most authoritative and exciting re-creation of that classic conflict of both Union and Confederate armies. The battle is presented in a manner that is accurate, strategic, and leads to the final outcome. The map is color-coded to show the terrain, forests, rivers, and hills. The Union gunboats are used to calculate the battle of Shiloh. The Union gunboats are used to calculate the battle of Shiloh.



STATE-OF-THE-ART PROGRAMMING

Good wargame programming is standard fare for a design and programming team. But the ideal wargame design team goes beyond the standard fare for a wargame. Now even a home-hardware wargame can be an equal footing with a battle-hardened veteran.

INNOVATIONS THROUGH

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GREAT SOLUTIONS WITH THE COMPUTER

This design team has created a wargame that is as challenging as it is fun. We've used the computer to create a wargame that is as challenging as it is fun. We've used the computer to create a wargame that is as challenging as it is fun.



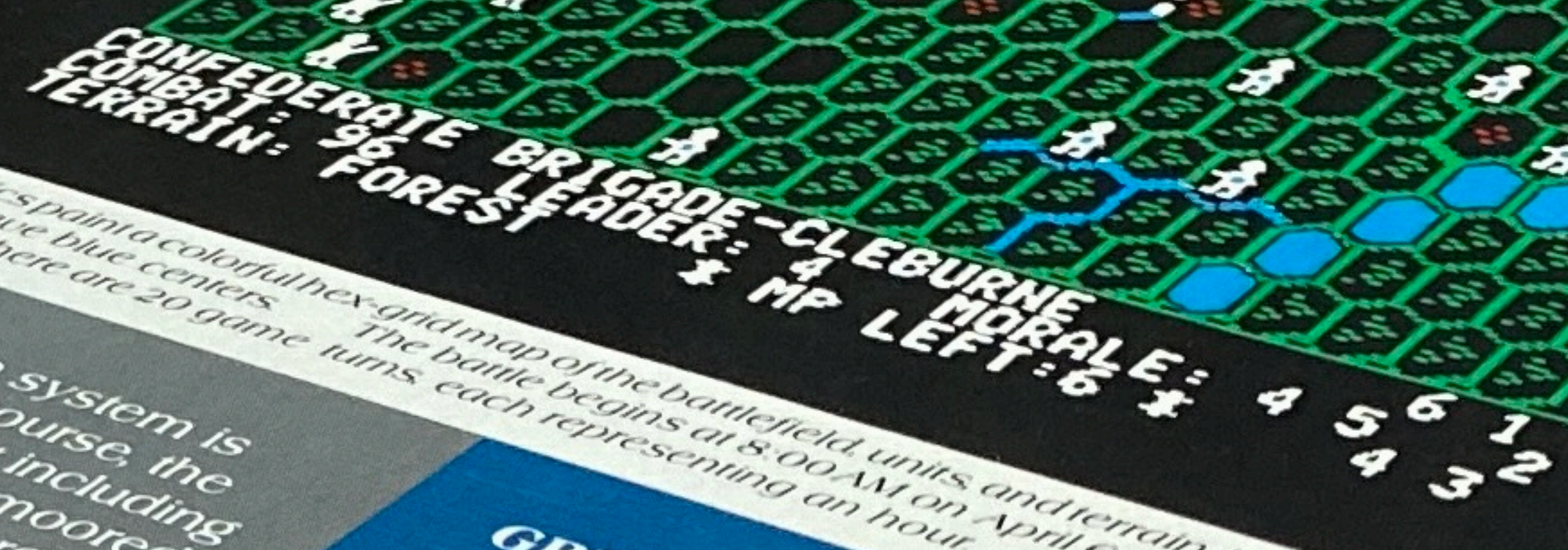
A HISTORICAL WARGAME FOR THE APPLE

More than a century ago — on the early morning of Sunday, April 6, 1862 near a tiny church in Tennessee — the Confederate Army of the Mississippi (50,000 men) launched its great surprise offensive. Union force led by Major-General U.S. Grant. This began one of the fiercest battles of the Civil War. And thus begins this remarkable simulation that bears its name — **THE BATTLE OF SHILOH.**

AUTHENTICITY AND REALISM

On a disk disc, we have carefully made a historical recreation of that classic conflict of both Union and secession armies present during the actual battle. The map is riddled for movement, combat strength, morale, and leadership ability. The map of the battlefield is displayed on the screen with color Hi-Res graphics. Terrain consists of hills, fields, forests, rivers, and creeks. Artillery is provided; a step-reduction system is used to calculate combat results. And of course, the Battle of Shiloh would be incomplete without including the Union gunboats (the Tyler and Lexington) moored off Pittsburg Landing that played such a crucial role.

INNOVATIONS THROUGH STATE-OF-THE-ART PROGRAMMING
So far, all we've mentioned is standard fare for a good wargame. SSI's innovations through advanced design and programming make for a great game. Wargames have traditionally used fixed unit strength points. Here, the computer's ideal administrative ability allows you to fine-tune the combat strengths of each side, allowing for the ultimate in play balance. Now even a novice strategist can be on equal footing with a battle-hardened veteran!



Another innovation lets you select risk levels and ferocity of an attack (or defense). Most wargames assume that the units will attack/defend with the same vigor every time. With **THE BATTLE OF SHILOH**, you have four levels of risk: Daring, Bold, Cautious, and go. All-out. On Medium, Probe, defense, your choices are: Counter-Attack, Hold Position, Withdraw, or Full Retreat.

GREAT SOLITAIRE WITH THE COMPUTER

This being an SSI game, it goes without saying that a challenging solitaire version is included. The computer can play either (or both!) sides very competently to give you a tough fight. As historically detailed and faithful this game is to the original Battle of Shiloh, we've removed Generals Grant and Johnston and placed you in command of the Union and Confederate armies. After all, we're looking for more that just a not-too-instant replay of the past. It is entirely up to your skills as a battle commander to either preserve or change history!

- GAME CONTENTS:**
- 48K Program Disc
 - Rule Book
 - 1 Data Card

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Brigade-level simulation of the two-day battle for Tennessee at Shiloh. Historical morale & leadership ratings for each brigade. These may change during the game, depending on losses for each brigade. These may change command control limits on both Union gunboats off Pittsburg Landing. Artillery fire! Union gunboats off Pittsburg Landing. Select attack/defense strategies and risk levels for each side. Two-player and computer systems. Step-reduction system for movement and combat. Computer can play either or both sides competently. Wargames have traditionally used fixed unit strength points. Here, the computer's ideal administrative ability allows you to fine-tune the combat strengths of each side, allowing for the ultimate in play balance. Now even a novice strategist can be on equal footing with a battle-hardened veteran!



A HISTORICAL WARGAME FOR THE APPLE

48K mini floppy disc for the Apple II with Applesoft ROM Card or Apple II Plus

More than a century ago — on the early morning of Sunday, April 6, 1862 near a tiny log church in Tennessee — the Confederate Army of the Mississippi (50,000 men, 16 brigades strong) under General A.S. Johnston launched its great surprise offensive in an attempt to drive out an invading Union force led by Major-General U.S. Grant. Thus began one of the first and fiercest battles of the Civil War. And thus begins this remarkable simulation that bears its name — **THE BATTLE OF SHILOH**.

HISTORICAL DETAIL AND AUTHENTICITY
On a 48K disc we have carefully distilled every major historical feature to produce the most authentic and exciting re-creation of that classic conflict. Every brigade of both Union and Secession armies present during the actual battle is accurately rated for movement, combat strengths, morale, and leadership ability. The map of the battlefield is displayed on the screen with color Hi-Res graphics. Terrain consists of hills, fields, forests, rivers, and creeks. Artillery is provided, a step-reduction system is used to calculate combat results. And of course, the Battle of Shiloh would be incomplete without including the Union gunboats (the *Tyler* and *Lexington*) moored off Pittsburg Landing that played such a crucial role.

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Another innovation lets you select risk levels and ferocity of an attack (or defense). Most wargames assume that the units will attack/defend with the same vigor every time. With **THE BATTLE OF SHILOH**, you have four levels of risk: Daring, Bold, Conservative, and Cautious. On attack, you can go All-out, Medium, Probe, or Recon. On defense, your choices are: Counter-Attack, Hold Position, Withdraw, or Full Retreat.

All this gives each side sixteen different possible strategies!

GREAT SOLITAIRE WITH THE COMPUTER
This being an SSI game, it goes without saying that a challenging solitaire version is included. The computer can play either (or both) sides very competently to give you a tough fight.

As historically detailed and faithful this game is to the original Battle of Shiloh, we've made one significant departure. We've removed Generals Grant and Johnston and placed you in command of the Union and Confederate armies.

After all, we're looking for more than just a not-too-pleasant replay of the past. It is entirely up to your skills as a battle commander to either preserve or change history!

GAME CONTENTS: 48K Program Disc
Rule Book
1 Data Card

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STRATEGIC SIMULATIONS INC./CUSTOMER RESPONSE CARD

- What game is this card from?
- What computer was used to play this game?
- Please rate the following aspects of the game (9=excellent, 1=poor):
 9 8 7 6 5 4 3 2 1 Playability
 9 8 7 6 5 4 3 2 1 Realism
 9 8 7 6 5 4 3 2 1 Excitement
- Was this game fun to play?
☐ Yes ☐ No
- Please comment on this game; also, what games would you like to see in the future?
- How many other SSI games have you purchased?
- Please write your name and address below if you wish to be placed on our mailing list:
- Where did you learn about this game?
☐ magazine ads, ☐ retail store, ☐ direct mail, ☐ friend, ☐ other:
- Where did you purchase this game?
☐ computer store, ☐ game store, ☐ SSI direct, ☐ other mail order, ☐ other:
- Have you ever played a board war game before? ☐ Yes, ☐ No



THE BATTLE OF SHILOH

PLAYER'S AID CARD — APPLE QUICK START RULES

Loading the Program
You will boot this game like any regular Apple disk. It will run with DOS 3.2 or DOS 3.3 without problems, but players with the Pascal system will have to use the Basics disk to boot the disk.

Menu (Scenario Selection)
When the disk has been booted in, you will be required to answer seven questions.

IS THIS A COLOR MONITOR Y/N?
 HEX GRID Y/N?
 COMPUTER AS UNION Y/N?
 UNION RATING (1-9)
 COMPUTER AS CONFEDERATE Y/N?
 CONFEDERATE RATING (1-9)
 DO YOU WISH TO START A NEW GAME Y/N?

If you have a color monitor type "Y" in answer to the first question.
 If you do not wish the green hexagon grid printed on the map, type "N" to the second question.
 If you wish to continue a prior game, press "N" and follow the instructions which will be displayed.
 Press "Y" or "N" to determine who will play which side, and then press a number to determine the rating for each side. The historical rating for each side is "4". Other ratings will increase or decrease the combat points of each unit of that side. Use a rating of "4" for both sides when restoring a saved game.

RATING	CHANGE TO COMBAT POINTS UNIT
1	-9
2	-6
3	-3
4	0
5	+3
6	+6
7	+9
8	+12
9	+15

Playing the Game
On the first turn, the Confederates do not move, so play goes directly to the **Artillery Phase**. The bottom four lines of the screen will give you bombardment options, and also your artillery point allowance for the phase. If so, then all up since you can save them! The number you press will indicate the bombardment desired and the artillery point cost. The computer will flash the candidate enemy unit to be shot at. Note that you will be given the chance to fire at all adjacent enemy units. After you fire your artillery, the enemy will fire his in the same fashion. Play now proceeds to **Combat**. The Confederate player will be asked if he desires to attack a particular enemy unit which will be flashing on the screen. He will be asked the question for each enemy unit that he is next to. When "Y" is pressed the player will have the chance to include or not include his units which are next to that enemy unit in the battle. After strategies and risk are selected, the results are displayed. One side may be required to retreat. To retreat, simply press the number of the direction in which you desire to move as indicated by the compass at the right hand bottom of the screen. The same applies to the units indicated to advance. After all battles are fought, play then proceeds to the **Union Movement Phase**. Movement is accomplished as retreat and advance was by pressing the desired direction. The "F" key finishes the movement of that unit for that cycle. (You have two cycles or chances to move your units). The "F" key ends the movement phase completely. All units have movement allowances. The remaining movement points are displayed on the last line. See the Terrain chart for movement costs. After Union Movement is completed, the play proceeds to **Artillery Phase** and then **Combat**. After the Union Combat Phase, the casualties per side for the game thus far are displayed along with the score. Victory status will also be flashed on the display on turn 8 and thereafter.

NOTE: Some of the displays shown in the rulebook may appear slightly different on your Apple computer.

Saving a Game
The question "SAVE GAME Y/N?" will now appear at the bottom of the screen. If you wish to stop the game and save it for later, press "Y" and follow the instructions which will be displayed.

TERRAIN MAP

SYMBOL	TERRAIN	MOVEMENT COST	COMBAT MODIFIER
Field	Field	1	1/1
Bridge	Bridge	+0	.5/1
Forest	Forest	+1	1/1.5
Hill	Hill	3	1.25/2
Creek	Creek	+1** +2***	.5 mod. of terrain
River	Prohibited		N/A
Pittsburg Landing	Pittsburg Landing	1	1/1

** +1 when crossing a bridge to a field, otherwise +0
 *** +1 when crossing a creek to enter a hill
 +2 when crossing a creek to enter a field or a forest

Confederate Unit Union Unit Union Gunboat

AREA 1 **AREA 2** **AREA 3** **AREA 4**

POND **TRABUE** **BOWEN** **STATHAM**

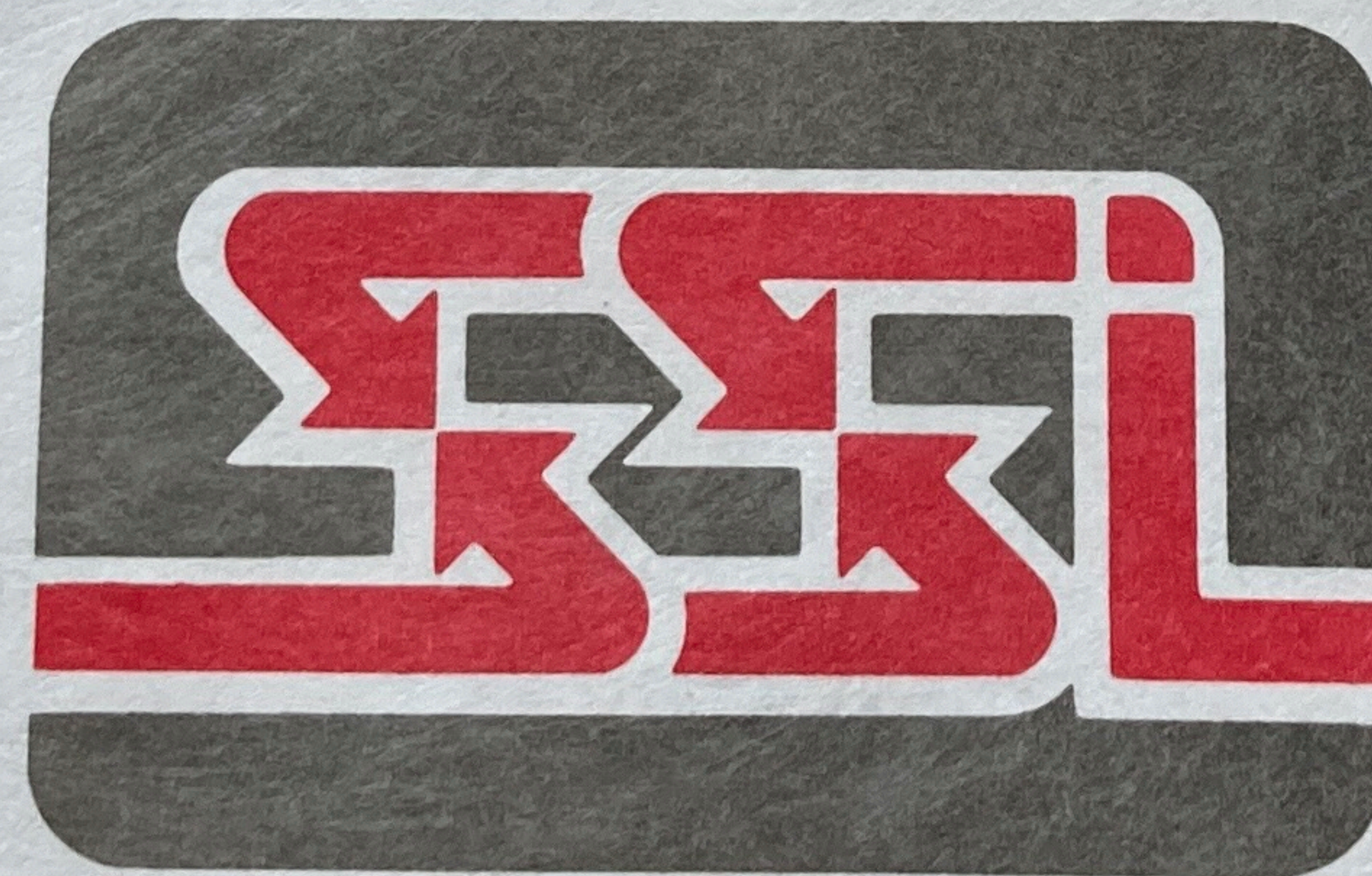
4. Was this game fun to play?
☐ Yes ☐ No
5. Please comment on this game; also, what games would you like to see in the future?
- _____
- _____
- _____
- _____

8. Where did you learn about this game?
☐ magazine ads; ☐ retail store;
☐ direct mail; ☐ friend;
☐ other: _____
9. Where did you purchase this game?
☐ computer store; ☐ game store;
☐ SSI direct; ☐ other mail order;
☐ other: _____
10. Have you ever played a board war-game before? ☐ Yes; ☐ No

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If you have a color monitor, type "Y" to the first question.

If you do not wish the green hexagonal grid, type "N" to the second question.

If you wish to continue a prior game, type "Y" to the third question, which will be displayed.

Press "Y" or "N" to determine who you wish to play as. Then press a number to determine the historical rating for each side is "4". You can increase or decrease the combat points of a rating of "4" for both sides when you wish.

RATING	CHANGE TO COMBAT POINTS
1	-9
2	-6
3	-3
4	0
5	+3
6	+6
7	+9
8	+12
9	+15

SYMBOL	TERRAIN	MOVEMENT
	Field	1
	Bridge	+0
	Forest	+1
	Hill	2
	Creek	+1
	River	+2
	Pittsburg Landing	Prohibit

*+1 when crossing a bridge
 **+1 when crossing a creek
 ***+2 when crossing a creek

Confederate Unit Union Unit







Cover
Design:

LOUIS HSU
SAEKOW



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THE GREAT CIVIL WAR BATTLE



THE BATTLE OF SHILOH

A HISTORICAL COMPLETION OF THE CIVIL WAR BATTLE



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